

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1 - 16. (Canceled)

17. (Currently Amended) A data processing apparatus for positioning a game character on a display, said apparatus comprising:

a game character model, including a reference polygon and component polygons that are separated from the reference polygon, wherein no other polygons are included between said reference polygon and said component polygons;

a motion data table for pre-storing motion data for executing a movement of the game character model, wherein motion data includes distance data and angle data defining predetermined motions of the game character model, and wherein the motion data is character data including a joint area; and

a processor, wherein the processor computes the reference polygon at each of a plurality of trigger times corresponding to an occurrence of a predetermined scene based on a position information of said reference polygon and the motion data, places the reference polygon in a three-dimensional space, and directly places said component polygons for said reference polygon in the three-dimensional space based on the position information of said reference polygon using the motion data without computing any other component polygons.

18. (Previously Presented) A data processing apparatus of claim 17, wherein said process alienates said component polygons from said reference polygons.

19. (Currently Amended) A data processing apparatus for positioning a human game character on a display, said apparatus comprising:

a human game character model, including a reference polygon and component polygons that are separated from the reference polygon, wherein no other polygons are included between said reference polygon and said component polygons,

a motion data table for pre-storing motion data for executing a motion for a movement of the human game character model, wherein motion data includes distance data and angle data defining predetermined motions of the human game character model, and wherein the motion data is character data including a joint area; and

a processor, wherein the processor computes the reference polygon at each of a plurality of trigger times corresponding to an occurrence of a predetermined scene based on the motion data, and directly places component polygons for said reference polygon based on the motion data without computing any other component polygons.

20. (Previously Presented) A medium on which is stored a program for causing a computer to function as a processor and data system cited in any one of claims 17 through 19.

21. (Previously Presented) A data processing apparatus of claim 17, wherein the motion data includes articulating components for the movement of the game character mode.

22 - 23. (Canceled)

24. (Previously Presented) A data processing apparatus of claim 17, wherein said game character further comprises:
a plurality of reference polygons.

25. (Previously Presented) A data processing apparatus of claim 19, wherein the motion data includes articulating components for the movement of the game character model.

26 - 27. (Canceled)

28. (Previously Presented) A data processing apparatus of claim 19, wherein said human game character further comprises:
a plurality of reference polygons.